



Australian Government

CUADIG511 Coordinate testing of interactive media products

Release: 1

CUADIG511 Coordinate testing of interactive media products

Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 5.0.

Application

This unit describes the skills and knowledge required to manage testing of interactive media products that are under development.

The unit applies to those who plan and co-ordinate the testing process, analyse results and write the reports. This is a central role where individuals are required to work with the production team, including designers, authors, programmers and graphic artists.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Visual communication – Digital content and imaging

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Determine criteria for testing	1.1 Identify project brief requirements in consultation with required personnel 1.2 Define testing criteria that meets project brief requirements 1.3 Document and communicate testing criteria to required personnel
2. Plan approach for product testing	2.1 Identify different testing methods 2.2 Determine testing method that meets project brief requirements 2.3 Discuss user profile for testing products with required personnel, if required 2.4 Establish records system and develop and document plan for testing products at specific points during development and completion 2.5 Create materials to be used in tests, if required

ELEMENT	PERFORMANCE CRITERIA
3. Test interactive media at specified production points	3.1 Instruct personnel and coordinate testing of products at specified development points 3.2 Apply testing methods according to project brief requirements 3.3 Analyse product test findings for usability and design deficiencies 3.4 Document testing process according to organisational procedures, recording problems, faults, and remedial steps taken 3.5 Evaluate final products against project brief requirements 3.6 Report summarised evaluation to required production personnel
4. Evaluate testing process	4.1 Evaluate effectiveness of testing process and records system for improvements 4.2 Save and archive findings according to organisational procedures

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Oral communication	- Communicates test criteria, timeframes and key evaluation information using language and features applicable to audience - Clarifies requirements using questioning and listening techniques
Reading	Critically analyses and reviews test evaluation documents
Writing	- Documents test criteria, results and evaluation results using clear language and detailed text - Documents reports, record systems and progress charts in industry standard formats
Planning and organising	- Plans, organises and implements complex tasks for self and others - Communicates test processes and results using applicable practices and protocols
Problem solving	Analyses complex information, solves problems and make decisions
Self-management	Takes account of quality and industry practice when resolving testing problems
Teamwork	Collaborates with others throughout design process
Technology	Uses digital tools for testing and record keeping

Unit Mapping Information

Supersedes and is equivalent to CUADIG501 Coordinate the testing of interactive media products.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>

Assessment Requirements for CUADIG511 Coordinate testing of interactive media products

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Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- coordinate testing of at least two interactive media products.

In the course of the above, the candidate must:

- interpret and respond to project brief requirements
- develop plan for testing products according to project requirements including:
 - budget and time constraints
 - technical feasibility
 - quality standards
- conduct testing including:
 - creating any materials required
 - coordinating personnel
 - using testing methods that meet creative, production and technical requirements
- analyse test results
- ensure products adhere to quality requirements of organisation
- compile reports and summaries of testing according to organisational requirements
- review and document testing processes and methods.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- common interactive media products
- typical criteria used for testing interactive media products
- organisational quality requirements for interactive media products
- typical development points for testing interactive media products
- industry standard formats for documentation and reporting

- testing methods used for different interactive media products and processes for implementing testing methods
- strategies for evaluating testing methods
- ways to work effectively with the production team
- types of information that should be kept in records systems
- organisational procedures relevant to testing interactive media products
- typical challenges of coordinating testing of animation, gaming and visual effects products and how to handle them.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- interactive media products under development
- interaction with others required to demonstrate the performance evidence
- equipment used for testing.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

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